## PATENT APPLICATION FEE DETERMINATION RECORD

Effective October 1, 2003

Application or Docket Number

10721281

CLAIMS AS FILED - PART I (Column 1) (Column 2)								SMALL ENTITY TYPE			OTHER THAN OR SMALL ENTITY	
TOTAL CLAIMS			14					RATE	FEE	7	RATE	FEE
FC	OR .		NUMBER FILED .		NUMBER EXTRA			BASIC FEE	<del></del>	OR	BASIC FEE	
TC	OTAL CHARGE	ABLE CLAIMS	) 4 minus 20=		•			X\$ 9=		OR	X\$18=	
INE	DEPENDENT C	LAIMS	minus 3 = 1					X43=		OR	X86=	
MULTIPLE DEPENDENT CLAIM PRESENT								+145=		OR	+290=	
* If the difference in column 1 is less than zero, ent					"0" in c	column 2	ı	TOTAL	35	OR	TOTAL	
	Ac	LAIMS AS A (Column 1)	MENDEC	_(Colun	nn 2)	2) (Column 3)		SMALL		OR	OTHER SMALL I	
AMENDMENT A	,	CLAIMS REMAINING AFTER AMENDMENT		HIGHI NUME PREVIO PAID F	BER BUSLY	PRESENT EXTRA		RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total	· 14	Minus	**		=		X\$ 9=		OR	X\$18=	
AME	Independent + /		Minus					X43=		OR	X86≃	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM								+145=		OR	+290=	
								TOTAL ODIT. FEE		OR	TOTAL ADDIT. FEE	
(Column 1) (Column 2) (Column 3)												
AMENDMENT B		CLAIMS REMAINING AFTER AMENDMENT		HIGHE NUME PREVIO PAID F	ER USLY	PRESENT EXTRA		RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total	*	Minus	**	•	=		X\$ 9=		OR	X\$18=	
	Ind pendent	*	Minus	***	~		ļſ	X43=		OR	X86=	
	FIRST PRESE	NTATION OF ML	ILITE DEP	ENDENT	CLAIM	. <u> </u>	<b>'</b>	+145=		OR	+290=	
		A.	TOTAL DDIT. FEE		OR	TOTAL ADDIT, FEE						
(Column 1) (Column 2) (Column 3)												
	`	CLAIMS REMAINING AFTER AMENDMENT		HIGHE NUMB PREVIOU PAID F	ER USLY	PRESENT EXTRA		RATE	ADDI- TIONAL FEE		RATE	ADDI- TIONAL FEE
	Total	•	Minus	with		<b>=</b>		X\$ 9=		OR	X\$18=	
	Independent	*	Minus	***		=	╽┟	X43=		OR	X86=	
لــــ	FIRST PRESE	-	+145=		Ì	+290=						
If the intry in column 1 is less than the entry in column 2, write "0" in column 3.  TOTAL OR ADDIT FEE OR ADDIT FEE												
	***If the "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.											